

AMIGA CD32™

Commodore

SPEEDBALL™

2

COMPACT
disc



SPEEDBALL™ II

LOADING

See the guide supplied with your machine for details of loading instructions.

GETTING STARTED

1 PLAYER GAME

Takes you to the SELECT MATCH screen.

2 PLAYER GAME

Takes you straight into a game between two teams of equal abilities, either as a solo match, or the best of three, or the best of five. Plug joystick 1 (Blue team) into Port 1; plug joystick 2 (Red team) into port 2. The teams change ends at half time.

DEMO GAME

If you don't make any selections, the game enters demo mode automatically after a short time. Press the Red button to exit demo.

SELECT MATCH

KNOCKOUT

This takes you into a match against the computer, via the gym. If you want to miss training, just press the ESC key on the gym screen to go to the game. In a knockout game you face a series of ever-tougher teams and continue playing until you lose.

You cannot load or save a knockout game.

LEAGUE

In both League and Cup you control Brutal Deluxe in Division 2. Each season lasts for 14 weeks: if you finish in first place you are promoted: if you finish second you enter a playoff against the team second from bottom in the first division; 10 points are awarded for a win and 5 points for a draw, plus 1 for every 10 you score: points difference is significant if you tie on points with another team.

CUP

This is a knockout tournament which consists of 4 rounds. In each round you play one match over 2 legs. If you draw you play a decider. One player only.

PRACTICE

This is like an instant game, except that there's no opposition: it's just you, the ball, and as much time as you need to perfect those trick shots and passes.

Cup and League Sub Menu

New Game

Starts a new game

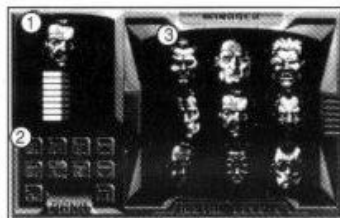
Team Game

A new game where you play as the team manager and the computer controls the team on the pitch.

Load Game

This allows the player to input the Pass Code that he would have received at the time he was promoted to Division 1.

MANAGEMENT



1. Player attribute panel

2. Keyboard

3. The squad

The management side of Speedball™ 2 allows you to strengthen your squad of 12 (nine team members and three subs) by buying and selling players and improving their attributes. At the start of the game you have an amount of money in the bank. This screen allows you to select the gym or transfer screens, examine the attributes of Brutal Deluxe and their opponents, and make substitutions. To activate a key, highlight it and press the red button. The players' positions are indicated by letters next to their pictures.



Play game



Both teams' relative attributes in the next match. By gauging their strengths, you can train your players accordingly.



Match statistics. Will not be operational until match has been played.



Go to the GYM



Go to the TRANSFER screen
(only if there are players on the market)



Cycle through players



Cycle through players



(League) View League table



(Cup) View fixtures



Substitute a player
(see 'Changing team position' below)

CHANGING TEAM POSITION

To do this, firstly select the player you wish to move by highlighting him and pressing fire. Use the "Cycle" keys to select the player you wish to swap positions with and use the SUB key to make the substitution.

THE GYM



1. Attributes panel
(Individual, Group or Team)
2. Keyboard
3. Attribute buttons
4. Training panel.

The gym screen allow you to improve your squad's attributes. These can be temporarily supplemented on the field with pieces of armour or tokens, but any work you do in the gym is permanent.

You can enhance just one attribute for an individual player, or improve all the attributes for the whole team, or everything in between. In order to train the squad, first select who you want to train using the keyboard: Individual players, Groups of players (Defence, Midfield, Attack, Subs) or the whole Team - see GYM KEYBOARD, below. If you want to improve all eight attributes (see ATTRIBUTES box below), select the ALL key. If you want to improve specific areas (such as aggression or power), move the joypad cursor button right until you reach the Attribute buttons. Highlight the attribute you want to improve and press the red button (this illuminates the corresponding area on the training panel). Finally, select BUY on the keyboard or press attribute button again and the cost is automatically deducted.

GYM KEYBOARD

The FIX (fixture) key is the same as for the MANAGER screen. The other keys have the following functions:

Train Individual players

Train Group

TrainTeam

Return to MANAGER screen. If you're playing an INSTANT game, ESC takes you into the match.

Cycle through individual players/groups

Cycle through individual players/groups

Increase All attributes by 10 units

Buy individual attributes

ATTRIBUTES

A player's attributes determine his/her individual strengths during a match.

AGR - AGGRESSION: Defines whether players will attack or avoid opponent in his area. Aggressive players go off and fight their opponents rather than actually playing the game.

ATT - ATTACK: This determines how successful you are when trying to take the ball from an opponent.

DEF - DEFENCE: The stronger this is the harder it is for someone to take the ball from you.

SPD - SPEED: Determines your speed, slide and jumping distance.

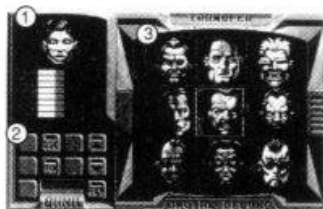
THR - THROWING: Determines throwing ability.

POW - POWER: A player with more power tackles harder and injures his opponent more severely.

STA - STAMINA: This is a defence against POWER. A player with high stamina will be injured less severely when tackled.

INT - INTELLIGENCE: Controls prediction of player position or ball, reaction time, and how far the player can look around him. A smart squad has quicker reactions and moves into intelligent attacking positions more frequently.

THE TRANSFER SCREEN



1. Star Players panel
2. Keyboard
3. The squad

The transfer screen allows you to purchase any of the Star Players available, in exchange for a member of your own team and a cash fee. Star Players are characterised by their great strength in all departments and can have higher attributes than normal team members.

To buy a Star Player, move the up and down cursor arrows until the player you wish to purchase appears in the Star Player panel. Move the joystick cursor button right until you highlight the player you wish to transfer from your own squad, and press the red button. Finally, highlight the BUY key, and press the red button: money is automatically deducted and the Star Player should now appear as a member of your team. If nothing happens, you can't afford the transaction, or you are trying to buy a player into the wrong position.

TRANSFER KEYBOARD

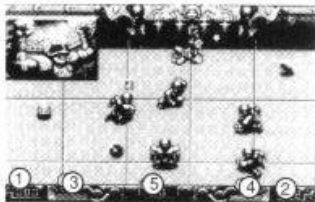
The STA (statistics) key is the same as for the MANAGER screen. The other keys have the following functions:
Return to MANAGER screen

Cycle through players on offer

Cycle through players on offer

Buy player

PLAYING A MATCH



1. Blue team score
2. Red team score
3. Player energy (blue)
4. Player energy (red)
5. Time remaining (secs)

Speedball™ 2 is played over two halves lasting 90 seconds each. Teams swap ends at half time: the action starts when the ball is launched into play in the centre of the pitch. This

happens at the beginning of each period, or after a goal, or after a player has been substituted. The object of the game is to score more points than your opponent - but how you do it is up to you.

CONTROLLING YOUR PLAYERS

You control the player on your team who is nearest the ball: this is your control player (CP). He/she will be highlighted with an arc in your team's colour above his head. When the player has the ball he will have a letter above his head denoting his group position: A - centre forward; M - midfield; D - defence; W - winger; G - goalkeeper. Each member of the team can move and throw the ball in eight directions. To throw the ball, press the red button: a short press releases it at waist height, a longer press means the ball is thrown high in the air. In addition, a subtle amount of 'aftertouch' can be applied to the ball after it has been thrown by moving the cursor pad up or down, left or right: this means you can direct the ball anywhere you want to. If your team is not in possession, pressing the red button can have one of three effects. If the ball is in the air near your CP, he/she will jump to catch it. If the ball is on the ground or at waist height, your player will slide to intercept it. If a member of the opposing team has the ball, pressing the red button will attempt a tackle.

THE GOALKEEPER

The goalkeeper is controlled when he is CP. When moving away from the goal-line he can jump up and catch the ball, throw it and tackle as normal; additionally, when the ball is moving, pressing the red button with the cursor pad moved to left or right causes him to dive for the ball. However, he can't travel outside his own 'goal area'.

TACKLING

Successful tackles depend on the relative attack/defence attributes of the two players involved; if you win the tackle, your opponent loses energy, and vice versa. Tackling a player also reduces his/her attributes. You can tackle any player at any time - even off the ball. Players are most vulnerable when jumping and facing away from you.

INJURIES / SUBSTITUTIONS

When their energy is reduced to zero, players are unable to move and have to be stretchered off by the attendant RoboDocs; a substitute is brought on as a replacement. For every player you injure you score 10 points. Substituted players' attributes do not reset to their starting levels after a match.

PASS CODES

A pass code is given if the player is successful in gaining promotion to division one.

GOALS

Scoring a goal has two important benefits: firstly, it gives you 10 points. To help you know where the goal is when you can't actually see it, there are two white markers at the top of the screen or at the bottom depending on which half of the pitch you are in.

OTHER BONUSES AND EQUIPMENT

Points can also be scored by INJURING PLAYERS, or by using the BOUNCE DOMES and STARS. Scores can be multiplied by gaining control of the SCORE MULTIPLIER.

BOUNCE DOMES: Two on the pitch: 2 points every time you hit them.

STARS: Five for each team: light them to score 2 points each. The team playing upfield hits the cluster at the top left; the team playing down hits the group at the bottom right. A 10-point bonus is awarded for lighting all five at once. Teams can 'turn off' each other's stars, this subtracts 2 points from opponents score. Targets are reset at half time.

THE SCORE MULTIPLIER: This is a simple way to increase every score you make by up to 100%. To activate the Score Multiplier, throw the ball up the ramp. Your opponents can regain control by throwing the ball up the ramp themselves: two throws cancel out your advantage, another two increase their score by 100%. Red/Blue lights on top of the SM signal who is in control and by how much. The Score Multiplier also affects the electrobounce.

ELECTROBOUNCE: There are four Electrobounce units: when you throw the ball against one of them, the ball becomes electrified and stays electrified until it comes to a complete stop. When electrified, the ball will tackle the first opponent it hits. If you retain possession of the ball after it has tackled an opponent it will remain electrified. If the opposition take possession or the ball stops moving it will be cancelled. The SM (Score Multiplier) affects the electrified ball as follows: if you have one light lit it will tackle two opponents; if you have two lights lit it will tackle three opponents. Opponents can steal the electrified ball by tackling the player who is holding it.

WARP GATE: Four warp gates (two in each half) transport the ball from one side of the pitch to the other. They can be an effective way to disorientate your opponent!

INJURING PLAYERS: A team is awarded 10 points for every opponent who has to be stretchered off.

POINTS TABLE

This is a summary of the points system. Standard (Std) points scores can be increased by using Double Playfield feature once (+50%) or twice (+100%).

	Std	+DP1	+DP2
GOALS	10	15	20
ONE STAR	2	3	4
5-STAR BONUS	10	15	20
BOUNCE DOMES2	3	4	
INJURE PLAYER10	15	20	

PICK-UPS

There are two basic kinds of pick-up on the Speedball 2 pitch: tokens and armour/weaponry.

TOKENS

Tokens affect the entire team, and almost all of them are fixed by a time limit of 6 seconds. Collecting one which operates on a timer cancels any currently active token.

FREEZE TEAM: Freezes opponents for a limited period

REVERSE JOYPAD: Reverses opponents' joystick controls (two player game only)

REDUCE TEAM: Reduces all opponents' attributes to minimum

INCREASE TEAM: Increases all your players' attributes to maximum

MANIC: Increases both teams' attributes to maximum

SLOW TEAM: Reduces all opponents' speed ratings to minimum

GRAB BALL: Gives you possession of the ball

TRANSPORT: Transports the ball to your centre forward

GOAL DOOR: Prevents the ball entering your goal

SHIELD: Makes your team immune to tackles

FULL ENERGY: Boosts a single player's energy and attributes to initial values

ZAP TEAM: Tackles all on-screen opponents, reducing their attributes as if a player had tackled them

COINS: Coins aren't strictly tokens, but they are worth 100 credits (200 in a cup match). Computer teams can pick them up, but don't use them, except to restore injured players attributes, preferring to invest their money overseas. As a result, they can't buy Star Players or enhance their attributes.

ARMOUR AND WEAPONRY

Items of hardware affect individual players and are found lying on the pitch at various intervals. Both teams can pick them up and benefit from their effect, until they're tackled and forced to drop them. Items can be picked up a maximum of twice only.

BOOTS

enhance speed

HELMET:

greater intelligence

CHESTPLATE:

increases defensive ability

SHOULDER:

stronger attacking ability

GLOVE:

increases power

BOTTLE:

a glucose solution providing extra stamina

ARMPLATE:

gives greater throwing ability

BITMAP SHADES:

enhances aggression

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BRUTAL DELUXE
CD³²
VERSION



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